NES-JI-USA

HOT·B

INSTRUCTION MANUAL

Ⓣ

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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INSTRUCTION

Thank you for buying "PALAMEDES" produced by HOT.B USA.
Before playing with PALAMEDES, please read the instructions carefully and also keep them so you can refer to them later.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME.

1) This game pack is a very delicate instrument. Keep away from very high temperatures and mechanical shock at all times.
   Never disassemble for any reason.
2) Never touch the terminals with bare hands or get them wet. This causes damage to game pack or control deck.
3) Thinner, benzene, alcohol or any other solvents should not be used to clean the case.
4) For health reasons, we advise you do not sit too close to the screen, and do not play for an extended period over 2 hours.

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

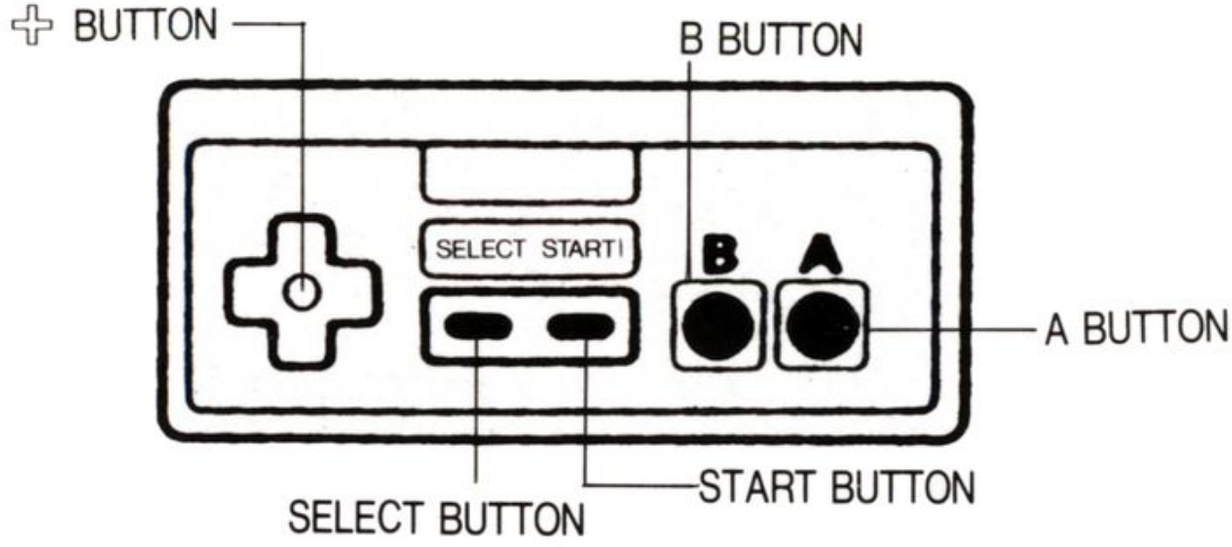
1 INTRODUCTION

Thank you for buying Palamedes. You've made the right choice because for this game HOT-B has taken the elements of the always popular shooting games and the intriguing puzzle games and fused them together to create a refreshingly new video game experience.

It is believed that dice have been in existence since as far back as 67 AD. The famous Greek writer, Sophocles, wrote that dice were invented by Prince Palamedes of Greece during the Siege of Troy. It is also believed that Prince Palamedes invented the alphabet , numbers, weights and measures and coinage. Yet there is also evidence that dice were originally used by primitive people for the casting of lots to divine the future.

2 HOW TO USE THE CONTROLLER

For single play use controller number 1
For two players use controller number 2



How to operate

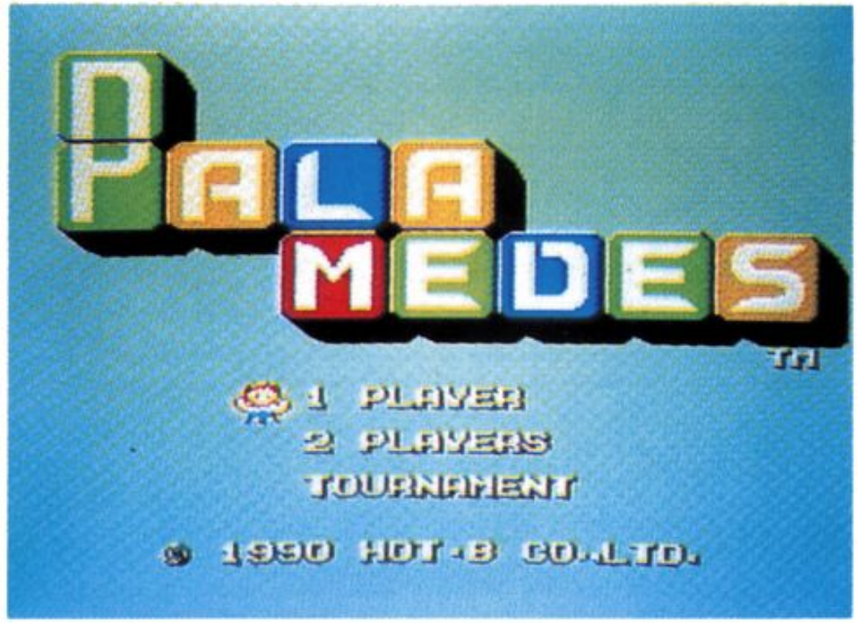
A Button – Shoots the dice
B Button – Changes the number on the face of your dice.
✣ Button – RIGHT/LEFT to move your dice-shooter.
PRESS DOWN to eliminate descending rows with dice combination.
Start Button – Pause function

HOW TO SELECT FROM MENU SCREEN

✣ Button . . . . . UP/DOWN to select the menu
Start Button . . . . . to make a decision

3 START THE GAME

Insert the PALAMEDES Game Pak into your NES and turn the power on. Music will start and HOT-B will appear on the screen.
The title screen will then appear automatically.



TITLE SCREEN

Select type of play from this menu:

1—Player . . . . . For people who want to sharpen their skill
2—Player . . . . . For people who want exciting head to head action
Tournament . . . . You against the computer players in tournament format

4 HOW TO PLAY PALAMEDES

Playing PALAMEDES is very simple. The object of the game is to eliminate the lines of descending dice before they plummet down completely and squash you.

To eliminate a die, you must match the number on the face of your shooter die to the number on the face of your target ...then shoot.

The dice you eliminate will appear in succession at the bottom of the screen (a maximum of six dice at a time). When you've made a good hand, press the + − Key DOWN. This will wipe out 1—5 lines of descending dice, depending on the rank of your hand.

If the descending dice reach the bottom, you will be squashed and the game is over.

You have a choice of three different ways to play Palamedes: 1—Player, 2—Players and Tournament.

1 PLAYER

Your goal is to conquer as many of the 20 stages as possible; each stage consisting of 20 lines of dice. The speed of the dice's descent will systematically increase as you progress through the stages.

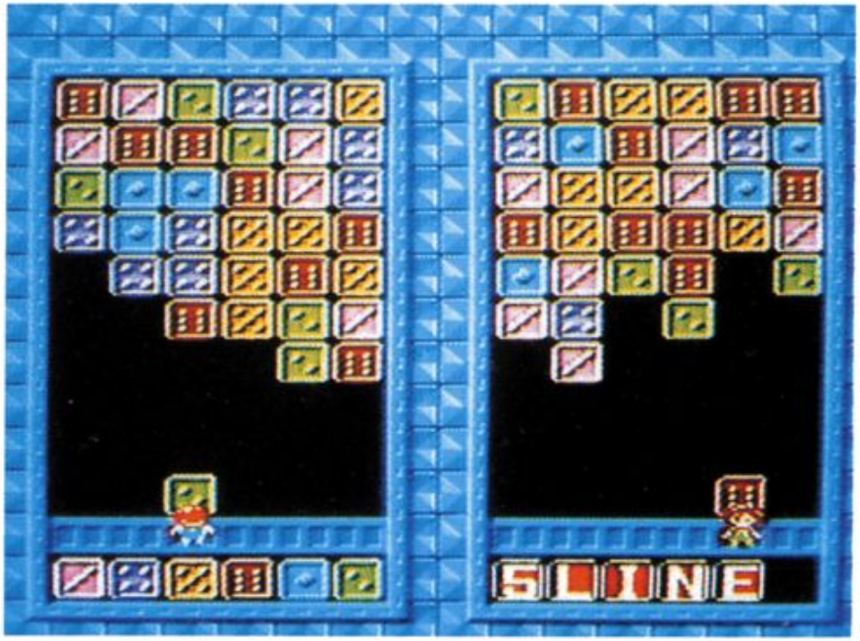
You can choose the level of difficulty of the game from between 1 and 5; 1 being the easiest and 5 the hardest.

Points: Each die eliminated is worth 10 points, but if you make a hand, the points per die vary depending on the rank of the hand. Therefore, if you make a hand that will eliminate one line, you' ll receive 20 points per each die in these lines.

2 lines. . . . . 40 points per die
3 lines. . . . . 80 points per die
4 lines. . . . . 160 points per die
5 lines. . . . . 320 points per die

If you clear all dice without making any hands, you will receive 50,000 points in addition to your score.

2 PLAYERS



In this mode you can play in a match against another person.

The object is the same as in the 1 — Player mode, except instead of accumulating points, you simply have to beat your opponent.

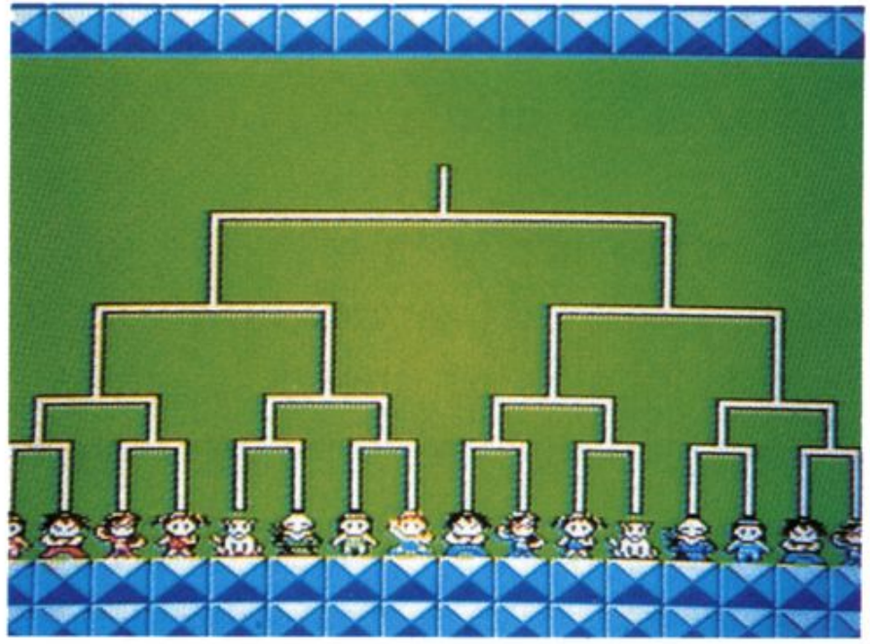
You have a choice in trying to beat your opponent in a set of three, five or seven games.

Skill plays a big role in match play because each time you eliminate rows of dice from your own screen, you inflict the same number of rows on your opponents screen...but, of course your opponent has this same advantage too. This makes the competition extremely tense.

With PALAMEDES, players of all different levels can compete fairly by using a handicap. If one player uses a handicap then the other will have the certain advantages as listed below.

HANDICAP	
0	for each line eliminated, 1 line added to opponent
1	for each line eliminated, 2 lines added to opponent
2	for each line eliminated, 3 lines added to opponent

TOURNAMENT



This is a single player mode in which you face the other Palamedes Players (a variety of computer controlled opponents) in a tournament format. The rules are the same as for 2—players, except that there are no handicaps.
The object is to win the tournament by beating your four computer opponents. This is not easy! The competition is intense and the action is fast. Only a select few dice-shooters can become champions.

5 DICE COMBINATIONS (HANDS)

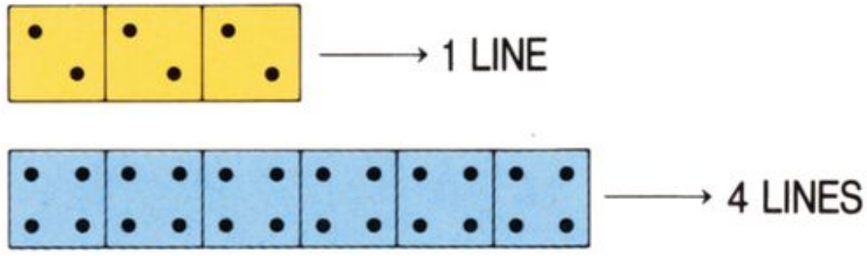
The number of descending lines of dice you are able to destroy (1—5) is determined by the hands you make, displayed in the window at the bottom of the screen.

The keys to making good hands are keen eyes and quick fingers.

A player with a keen eye will be able to immediately notice feasible hands in the lines of descending dice. Quickness of fingers is vital in order to create those hands to eliminate the rows before they come crushing down on you.

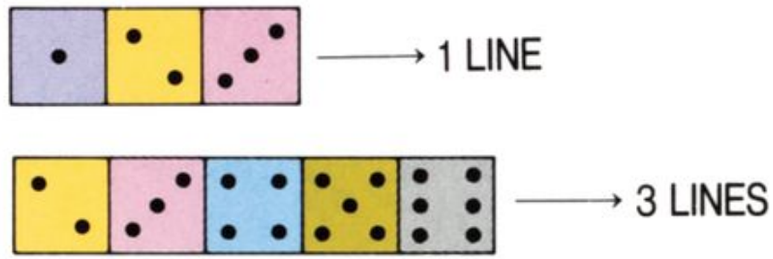
Same numbers

3—of—a—kind will eliminate 1 line of descending dice
4—of—a—kind will eliminate 2 lines of descending dice
5—of—a—kind will eliminate 3 lines of descending dice
6—of—a—kind will eliminate 4 lines of descending dice



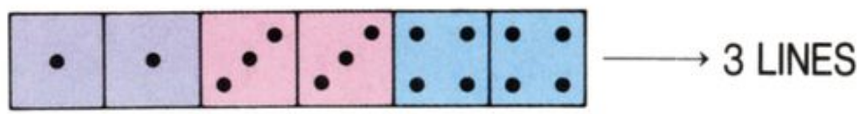
Continuous numbers

A combination of 3 will eliminate 1 line of dice
A combination of 4 will eliminate 2 lines of dice
A combination of 5 will eliminate 3 lines of dice
A combination of 6 (see Straight Flush)



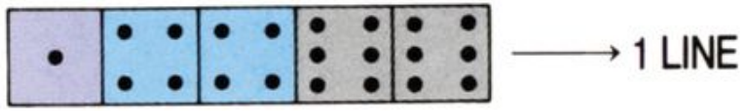
Paired numbers

Three pairs will eliminate three lines of the descending dice



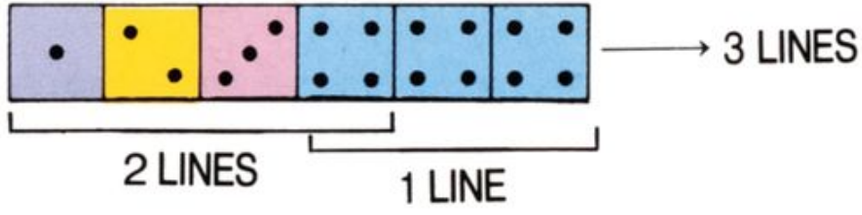
Black jack

A combination of dice that has a total value of 21 will eliminate one line of dice.



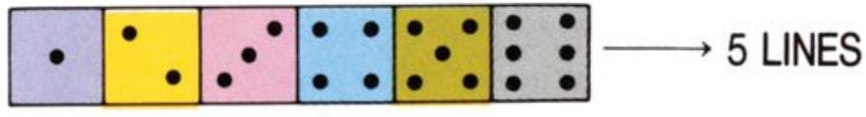
Combination of hands

It's possible to gain points by using one die in two different hands at a time. In the hand below, for example, use the 4 twice. With 1—2—3—4 eliminate two lines and with 4—4—4 eliminate one line.



Straight Flush

A Straight Flush (six continuous numbers) is also Black Jack so the total number of rows eliminated will be five.



8 CHARACTER INTRODUCTION

Meet the Palamedes Players. They're outgoing, spirited and love to shoot dice. During the game, they'll play for you, with you and against you. You'll be sure to have fun.

DAVE (Player #1)

TAMMY (player #2)

Other tournament players:

BOBBY

JANE

GRAMPS

NUGGET

STRAVINSKY

ISABEL

LIMITED WARRANTY

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HOT-B USA INC.
1255 POST ST. SUITE 1040 SAN FRANCISCO CA. 94109
Telephone (415)567-9501

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: —Reorient the receiving antenna—Relocate the NES with respect to the receiver—Move the NES away from the receiver—plug the NES into a different outlet so that the control deck and receiver are on different circuits. If necessary, the user should consult the dealer or an experience radio television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402, Stock No.004-000-003454.

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1255 POST ST. SUITE 1040 SAN FRANCISCO CA.94109
Telephone 415 567 9501
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